



Open Dungeons
RPG™

How Do I Play?

**Roleplaying Game
at the Table**

Open Dungeons RPG™



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Layout
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by

OpenDungeons.com

How Do I Play a Roleplaying Game at the Table?



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How do I play a roleplaying game at the table?

If you have ever told a story, played make-believe, or asked “what happens next?” you already understand the heart of a roleplaying game.

A tabletop roleplaying game is a shared story. One person describes the world. Everyone else describes what their character does inside it. The dice are used only when the outcome is uncertain.

That is it.

The Table

You sit around a table - or a screen - with friends.

One person is the “Dungeon Narrator” also known as the DN. The DN describes the world, the places, the dangers, and the people you meet. The DN is not your enemy. Their job is to tell that adventure story that challenges you, surprises you, and makes your choices matter.

Players play a character. A character is a someone in a fantasy world. They have strengths, flaws, gear, and a reason to be there.

The DN describes a situation.

You say what your character does.

The world reacts.

Repeat.

That loop is the game.

Talking Is the Main Action

Most of the game is conversation.

The DN might say, “You stand at the dark mouth of an old stone tunnel. Cold air drifts out. You hear water dripping somewhere inside.”

You respond:

“I step closer and listen carefully.”

“I light a torch and look for tracks.”

“I tell the others we should be careful.”

You do not need special words. You do not need to know rules. Just say what makes sense for your character. This is where the immersion begins - with you.

If the action is easy or obvious, it just happens.

If the action is risky or dangerous, the DN may ask for a “roll”.

What the Dice Do

Dice answer questions the story cannot.

Can you jump the gap?
Do you dodge the falling rocks?
Does the spell take hold?
Do you resist fear, poison, or magic?
Do you hit with your weapon?

In Open Dungeons, you usually roll one twenty-sided die - called a d20.

You roll it, and see if you succeed.

High rolls are good.
Low rolls are trouble.

A natural 20 always succeeds.
A natural 1 always fails.

The dice are not there to punish you. They are there to add tension, surprise, and moments you will remember.

Rolling Dice

When you want to do something like attack with your sword, or do something like jump over a trap on the ground, you roll dice to determine the outcome.



The DN tells you which dice to use to the roll.
You roll. The result decides how badly things go.

Sometimes you avoid danger entirely.
Sometimes you take the hit but keep going.
Sometimes things get messy.

Messy is good. That is where stories come from.

Combat Is Just Faster Decisions

When fighting breaks out, the game zooms in.



Instead of broad descriptions, you take turns:

“I rush the goblin.”

“I loose an arrow.”

“I drag my friend out of danger.”

Each round is only a few seconds in the story. You act, the world reacts, and the fight or the encounter moves forward.

You are not expected to win every fight. Running away, surrendering, or finding another solution is always allowed. No shame in hiding when you’re outnumbered or outmatched...or both.

Smart choices keep characters alive. Bold choices make legends.

You do not “beat the game”.

You explore.

You help create the story.

You imagine.

You survive.

You make decisions.

Characters can fail. Characters can die. New characters can rise from the ashes.

The real success is the shared memory of what happened at the table - the narrow escapes, the bad ideas, the moments everyone laughed or went silent.

What You Actually Need to Start

You do not need to memorize rules.

You do not need to act or do voices.

You do not need to be clever or experienced.

1. Listen to what the DN describes
2. Say what your character does or tries to do
3. Roll the dice when asked

Everything else will come naturally.

You are not playing a board game.

You are stepping into a world. Your imagination. You’ll retell these stories years from now as if you were there.

Ask questions. Take risks. Try things that might fail. The dungeon does not care if you are new - and neither do the adventure stories awaiting.

Sit down. Roll the dice.

Let the world answer back.